Kent county council CSS Road Trip

Contents

Quick facts

- we use Scss
- we use the sass @import function to build our css into three separate stylesheets targeting different groups of applications.
- we use rem and pixel values with rem.js for fallbacks in older versions internet explorer.
- Kent.gov.uk is fixed at a max-width of 970px
- we have to be accessible to a AA standard.
- all of our html css and template files are open source on github at github.com/kentcc

Framework

We use the foundation framework, we're currently using version 5.1, Foundation is a mobile first framework so all css unless specified defaults to mobile up. Due to our internal dependancies on ie7 and 8 we're not using any of the default javascript libraries that come with the Foundation framework but providing we can provide graceful fallbacks for ie7 and 8 then there's no reason why we won't be in the future. you can find more about foundation on the docs: http://foundation.zurb.com/docs/

Javascript libraries

Standard libs

bxSlider.js	http://bxslider.com/
jQuery Galleriffic	
placeholder	http://mths.be/placeholder v2.0.7
iCheck v1.0.1	http://git.io/arlzeA
jQuery UI - v1.10.4	http://jqueryui.com
flying focus	

lt-ie9 fallbacks

Rem.js
Responed.js

Media Queries
Foundation has built in media quires for dealing with “small”, “medium” & “large” these can be used ether in the html build or using @include functionality in the sass partial. The suggestion is to stick with html classes, foundation is a mobile first framework so the default is small-12 and you can achieve this by using the class .column or .columns, you can read more about the foundation column classes here:
http://foundation.zurb.com/docs/components/grid.html

Element build list

H1’s globally
we’d like a way to have a transparent background behind the H1, we have a similar example live currently that can be found on any outdoor park or walk page, you can find an example here:

http://www.kent.gov.uk/leisure-and-community/parks-and-outdoor-activities/find-a-park/shorne-woods-country-park

you can find the code in the main index file (you can download it from github.com/kentcc). essentially it looks like this:

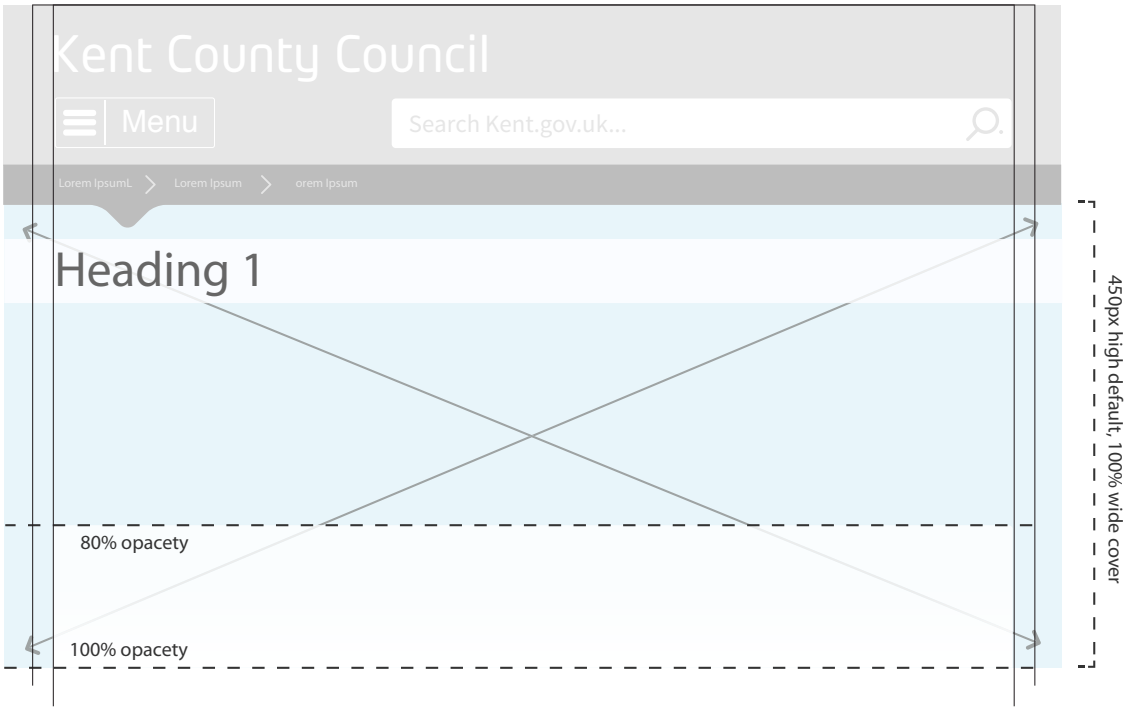
```
<div class="map-header">
   <div class="row">
      <h1>H1 Title Header </h1>
   </div>
</div>
```

The class .map-header has a transparent background spanning the entire row. we’d prefer you use a different more meaningful class like .heading-container and add the css to the _typography.scss sass partial and then apply this change to all the H1’s on kent.gov and provide a way to standardise that across all pages in the future.

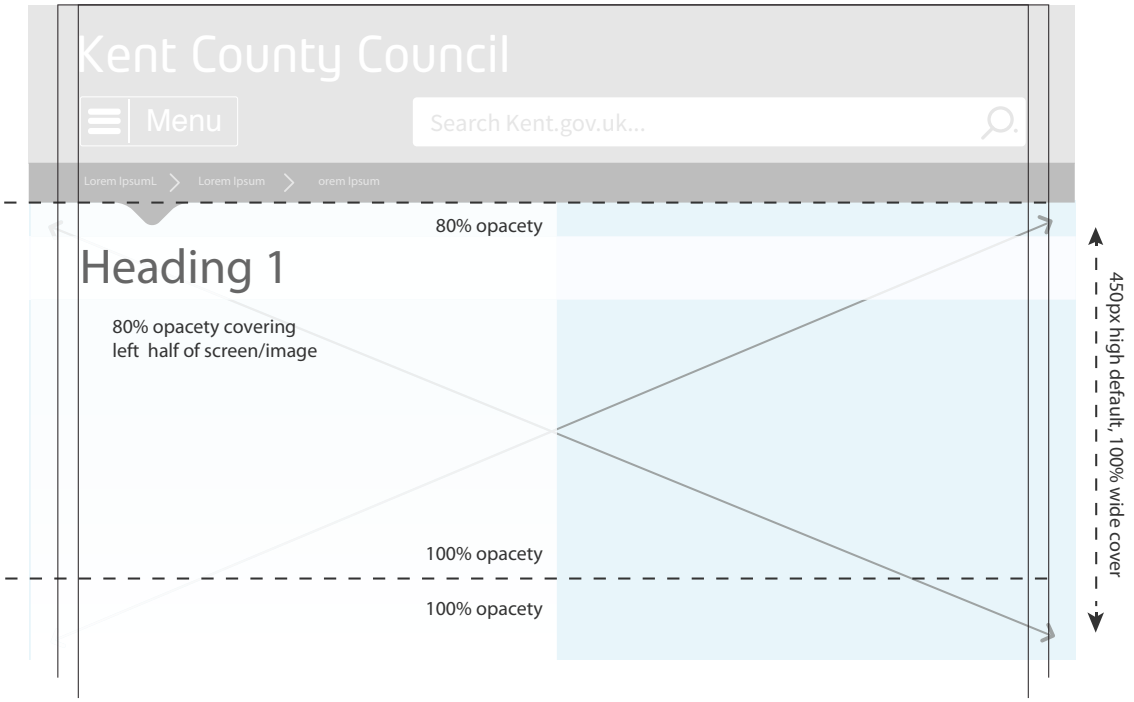
Large image plus content
We need to start using large images that sit behind content, these need to expose different amounts of content depending on what content we use on the page. we’d like have four different methods to do this that all use similar meta data so we can keep the main metadata field down. you can find examples of these in the attached assets. these are all pretty standard except for the example of “primary signpost with icons” + “large image” but i’ll explain that element in more detail under the paragraph primary signposts with icon.

content high over

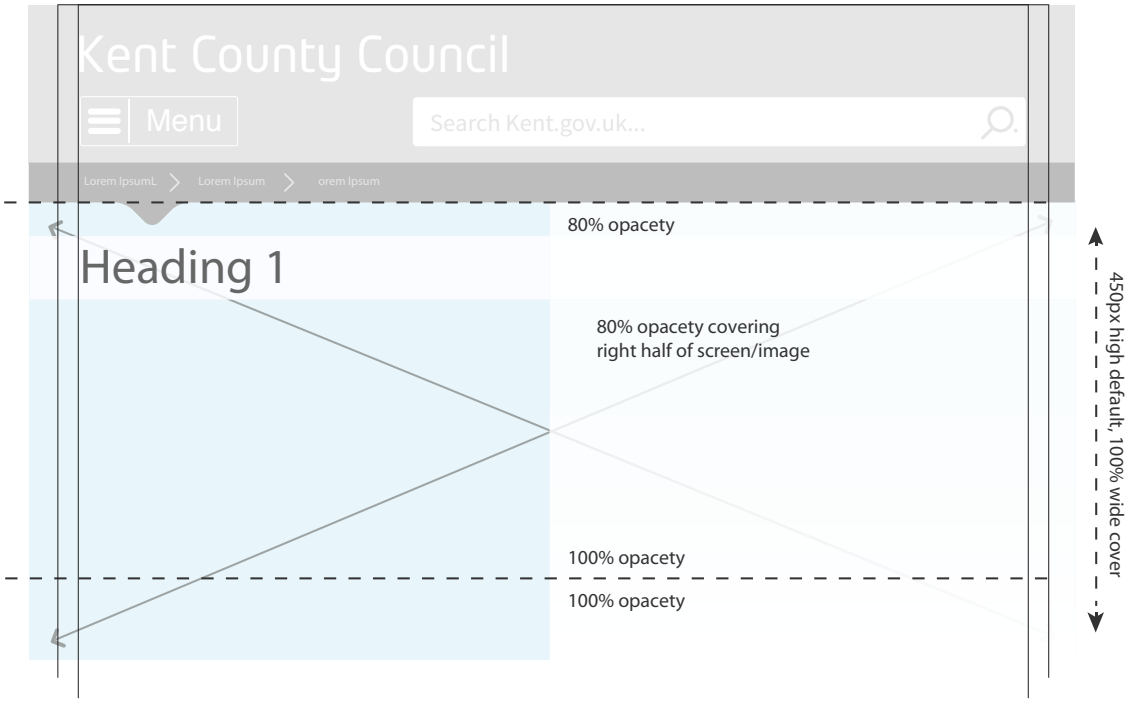
content over



content cover left

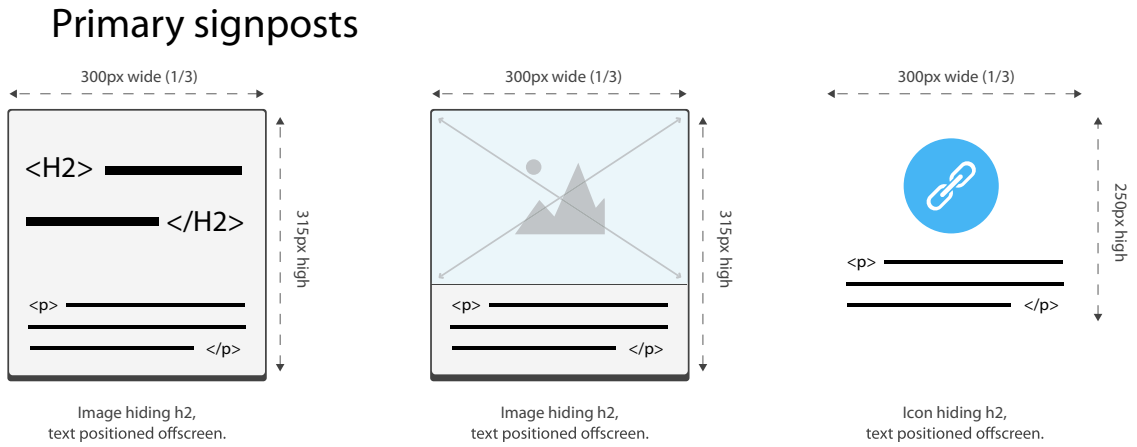


content cover right



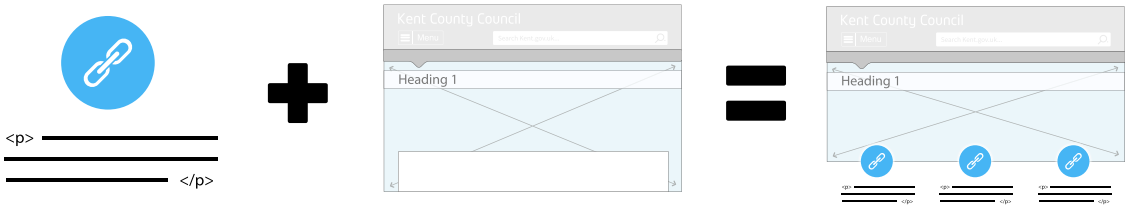
Primary signposts

We currently use call to actions we refer to as “primary signposts”, signposts can be found in the scss partial “_sign-posts.scss”. these need to be completely re-structured as we want to re-purpose these elements for a broader use. we’ve tried to boil these elements down to primarily a H2 and p tag description. we’d like to carry on using the current meta data for primary signposts but extend it with conditional statements to incorporate signpost with an image or icon hiding the the H2 if an image has been used, this trigger will also need to change the style of the element in a basic way.



primary signposts with icon

We will need a way to distinguish between different kinds of “primary signpost”. The Primary signpost using an icon needs to be able to act differently when next to a large to image, possibly using something like a general sibling selector or something.



Primary signpost will need to be re-built to take into account the new imagery and headings that are replaced with images and will need to be hidden off screen for accesabilety. when below a large top image, signposts with icons will need to straddle the bottom of the large top image as can be seen in the attached images.

Primary signposts over large image

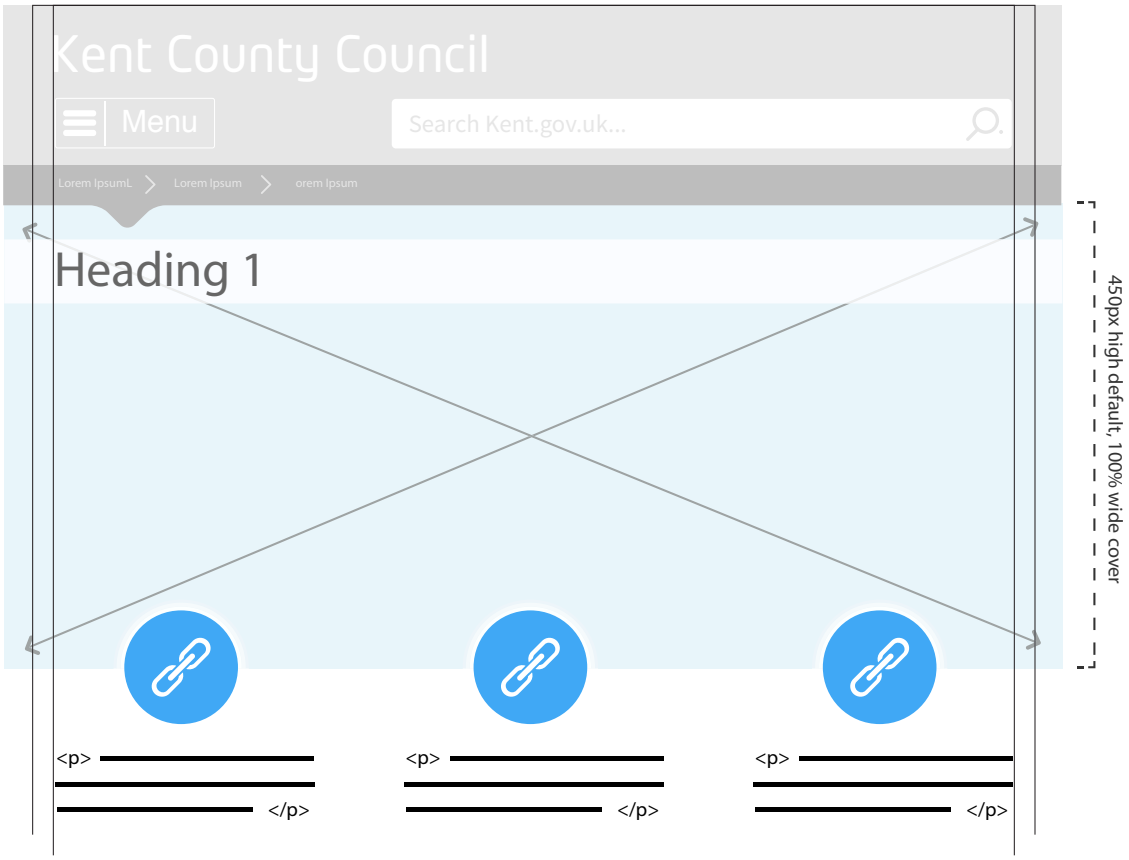


image slider/carousel

essentially we need an image slider that will work using our bxSlider plugin that just takes images that we can drop in a text area, outputs them as a carousel and has a max-height. plus left and right arrow navigation. this needs to sit in our “Box 3” paint layout. We have a couple of js plugins that could achieve this. We already use bxSlider and Galarific.js so it would be better if the slider uses one of these plugins. essentially we want a carasel that displays images over the width of the area it spans e.g. if there are 8 images, two are two are 300px and the rest are 100px, the total amount of images displaying depends on how much space is left in the slider. The height needs to be fixed at a max of 150px at desktop. The slider will need to react similar to the flicker widget on kent.gov at mobile with swipe control and mobile viewport sizing. (bottom of the page)

http://www.kent.gov.uk/leisure-and-community/parks-and-outdoor-activities/find-a-park/shorne-woods-country-park